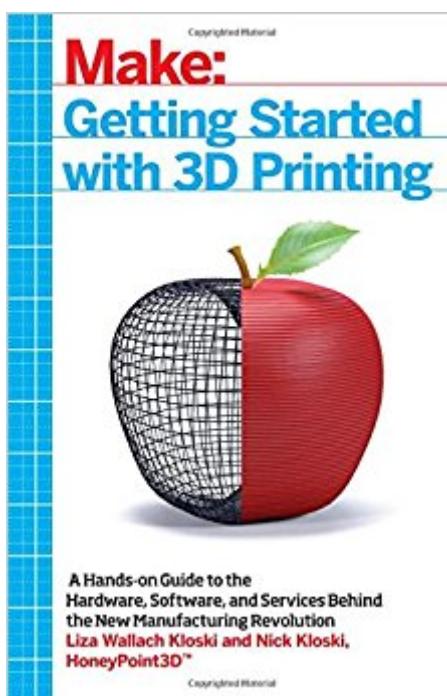


The book was found

Getting Started With 3D Printing: A Hands-on Guide To The Hardware, Software, And Services Behind The New Manufacturing Revolution



Synopsis

Make: Getting Started with 3D Printing is a practical, informative, and inspiring book that guides readers step-by-step through understanding how this new technology will empower them to take full advantage of all it has to offer. The book includes fundamental topics such as a short history of 3D printing, the best hardware and software choices for consumers, hands-on tutorial exercises the reader can practice for free at home, and how to apply 3D printing in the readers' life and profession. For every maker or would-be maker who is interested, or is confused, or who wants to get started in 3D printing today, this book offers methodical information that can be read, digested, and put into practice immediately!

Book Information

Age Range: 12 and up

Paperback: 240 pages

Publisher: Maker Media, Inc; 1 edition (May 27, 2016)

Language: English

ISBN-10: 1680450204

ISBN-13: 978-1680450200

Product Dimensions: 5.6 x 0.5 x 8.5 inches

Shipping Weight: 12 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars 29 customer reviews

Best Sellers Rank: #53,563 in Books (See Top 100 in Books) #2 in Books > Computers & Technology > Graphics & Design > 3D Printing #3 in Books > Computers & Technology > Graphics & Design > 3D Graphics #3 in Books > Teens > Education & Reference > Science & Technology > Technology > How Things Work

Customer Reviews

Q&A with authors Liza Wallach Kloski and Nick Kloski Why is having a basic understanding of 3D printing so important? We feel that the general population should understand what 3D printing is because in the future this technology will affect our everyday lives. From medicine to education to art, 3D printing will help make physical the objects we need to have—objects that in the past were too expensive or simply impossible for the ordinary person to make. For readers who want to apply 3D printing to their lives now, it's imperative that they understand the 3D printing ecosystem. Having a basic understanding of who and what make up the system will speed that learning curve. Our book also offers hand-on tutorials that make learning fun and easier.

What is your best prediction about 3D printing over the next five years? In the next five years we see 3D printing really affecting how we express ourselves creatively. From mini-me 3D printed selfies to 3D printed concepts and prototypes, there will soon be better and more user friendly access to this technology for everyone. The ability to take an idea into a personalized physical form will attract both inventors and customers. 3D printed medicine and medical aids will likely be a reality in five years as well. What is the strangest application you've yet encountered? In 3D printing, nothing is strange! Just newly discovered! If we had to describe something that is amazing and unbelievable, we would have to point to 3D-printed organs and functional tissue. The ability to grow your own replacement tissue is amazing and unheard of in the history of medicine. Learn, Outsource, Research! Stay calm and print on. When you start to print or CAD a model, expect a learning curve and treat it like any other new skill. Go free. When learning CAD for the first time, first try free software like TinkerCad and learn the basic concepts. Outsource! Don't want to run a 3D printer? There are companies that will make it for you. Don't want to learn how to create a file? There are plenty of free models out there or paid services that will create one for you. Research before buying. There are many variables you will need to understand before choosing the one right for you. Don't forget to check out the manufacturer's forums to read comments about what people are saying about the company.

Liza Wallach Kloski is originally from Guadalajara, Mexico, and founded LizaSonia Designs in 2003, a unique upscale jewelry brand and retail store in the Montclair District of Oakland, which wholesaled designs to 17 Nordstrom stores, in addition to 80 other retail stores. A graduate of UC Berkeley, Liza has won numerous design and business awards and was the main educational expert in Entrepreneur magazine's paperback book "Start Your Own Fashion Accessories Business (StartUp Series)." LizaSonia Designs was a successful jewelry company for more than a decade before Liza's passion turned to 3D printing jewelry. Nick Kloski has earned the respect of his colleagues through hard work, dedication and vision throughout his 15+ years in the high-tech industry. Graduating from UC Santa Barbara with an English Major, he was hired into Sun Microsystems during the dotcom boom, and has held a number of technical writing roles at Sun, and more recently, at Oracle translating complex technical architectures into understandable ideas. Nick's skills go deep into both the technical understanding and the mechanics of 3D printing, and how this industry has the capability to inspire the world.

This book gives a really good overall view of 3D printing yourself or through outside services. Seems a bit dated as Dremel off the shelf printers were not even a mention. Dwells a bit too much on printer kits which more and more seem to be above most people's ability and disastrous if you not super computer savvy. Overall a good read. Helpful high level view.

Excellent transaction. Fast shipment and great product.

A LITTLE DATED BUT A GOOD STARTER CHOICE FOR BACKGROUND INFO.

Great book for the beginner and great information for the experienced 3D printers

Good "starter" text. Basic information on all facets of 3D activity. Nothing revolutionary but very informative for the "newbie". Good value.

This book really helped me.

Very helpful book

Very quick and easy read suitable for beginners or those that have done some preliminary research into 3D printing. I was able to read through the book in a couple hours, and then spent a short time working on the TinkerCAD and MeshMixer tutorials later. Will help kickstart your venture into 3D printing, but you'll still have lots to learn. One minor gripe is that the layout of the book is odd in that it frequently references photos/diagrams that are a page flip after the text that is describing it, so you are constantly having to flip to the next page to see the visual of the text you are reading. Seems like something that could be fixed to make it flow a little better.

[Download to continue reading...](#)

Getting Started with 3D Printing: A Hands-on Guide to the Hardware, Software, and Services

Behind the New Manufacturing Revolution Additive Manufacturing Technologies: 3D Printing, Rapid Prototyping, and Direct Digital Manufacturing Getting Started Knitting Socks (Getting Started series)

The Hardware Hacker: Adventures in Making and Breaking Hardware Software Engineering: The Current Practice (Chapman & Hall/CRC Innovations in Software Engineering and Software Development Series)

Agile Project Management: Agile Revolution, Beyond Software Limits: A Practical Guide to Implementing Agile Outside Software Development (Agile Business Leadership,

Book 4) Computer Organization and Design MIPS Edition, Fifth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Make: Arduino Bots and Gadgets: Six Embedded Projects with Open Source Hardware and Software (Learning by Discovery) Computer Organization and Design, Fourth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Specifying Systems: The TLA+ Language and Tools for Hardware and Software Engineers The Architecture of Computer Hardware, Systems Software, and Networking: An Information Technology Approach Make: FPGAs: Turning Software into Hardware with Eight Fun and Easy DIY Projects The HCS12 / 9S12: An Introduction to Software and Hardware Interfacing IEC 61511-1 Ed. 1.0 b:2003, Functional safety - Safety instrumented systems for the process industry sector - Part 1: Framework, definitions, system, hardware and software requirements AVR Programming: Learning to Write Software for Hardware The Architecture of Computer Hardware, Systems Software, & Networking: An Information Technology Approach PIC Microcontroller: An Introduction to Software & Hardware Interfacing Getting Started with Processing: A Hands-On Introduction to Making Interactive Graphics Supply Chain Management in Manufacturing + Inventory Control in Manufacturing: 2 Books in 1 ISO 22716:2007, Cosmetics - Good Manufacturing Practices (GMP) - Guidelines on Good Manufacturing Practices

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)